TRUYỆN TRANH SONG NGỮ VIỆT ANH

# Walt Disney's Donald và bạn hữu

Tập 55



## Kẹt trên đỉnh núi cheo leo



NHÀ XUẤT BẢN TRẺ   THE SAIGON TIMES

# KẸO KÉO CỦA GOOFY

Người dịch: ĐÔNG QUỲNH




1. I feel like makin' some of muh famous taffy tonight!







2. Just keep on doin' what you're doin'! 3. You won't find nothin' in this house! 4. You're right! Nothin' here! Anyway... I'll take some of that taffy! I got a sweet tooth! 5. Sure!

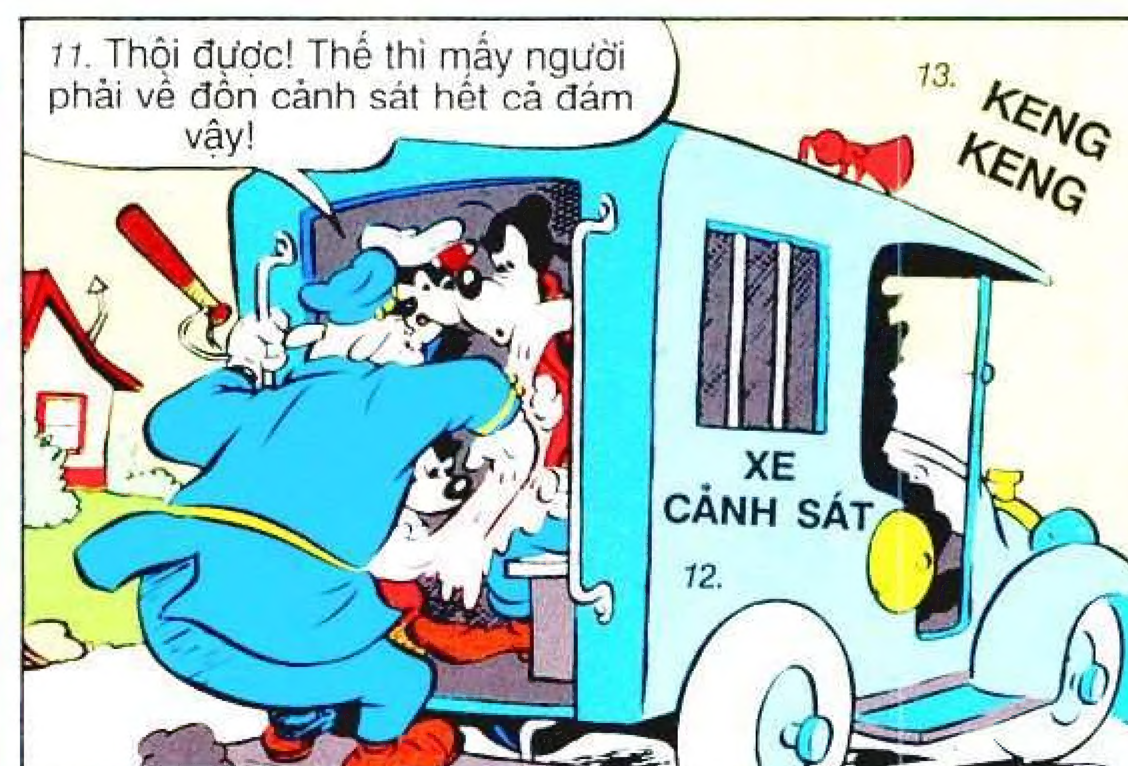






6. I'm stuck! 7. What's going on here? 8. Send the police, operator! We've got a little difficulty here!




9. All right! All right! Break it up! 10. I wish you would! 11. All right! Then you have to come to the station all of you! 12. P.D. 13. CLANG CLANG

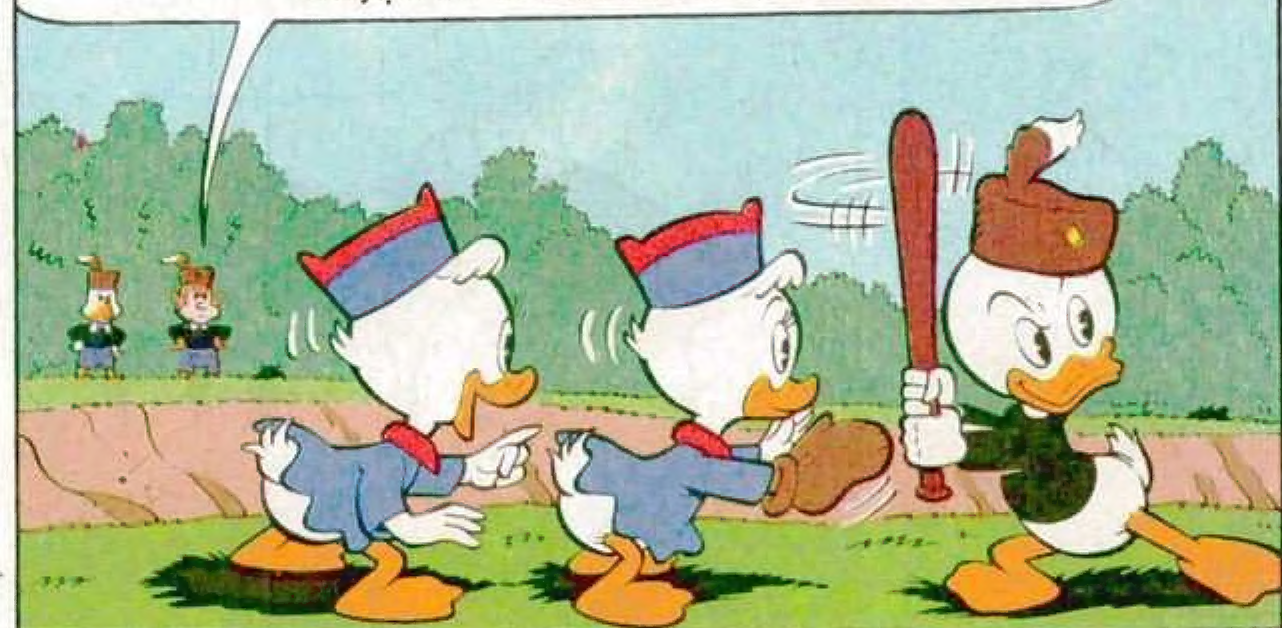


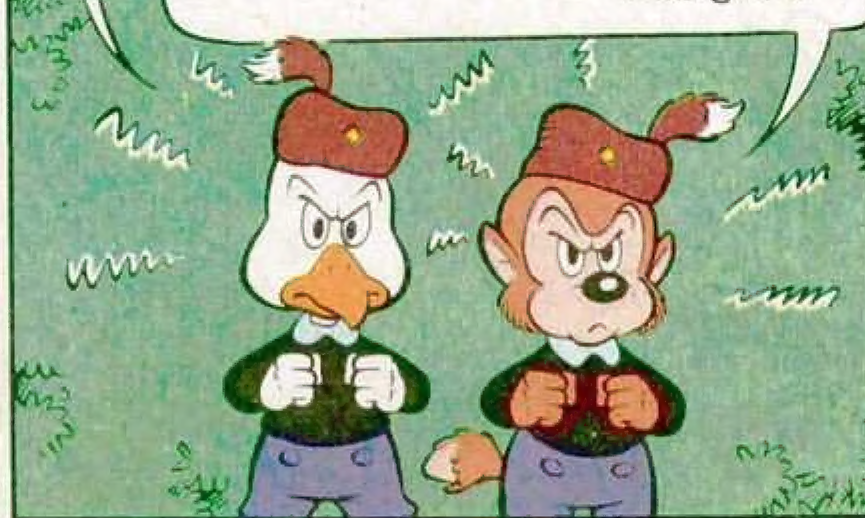
# ĐỘI HƯỚNG ĐẠO SINH CHUỘT CHŨI

## Kẹt trên đỉnh núi cheo leo

Người dịch: NGUYỄN TƯỜNG MINH










*1. Daisy's nieces, April, May and June, have joined the Little Chickadees, archrivals of the Junior Woodchucks — 2. The big Arts and Crafts competition is only a few days away and Huey, Dewey and Louie are spending all their time with those Chickadee cadets! 3. It seems our generals have "good friends" in the rivalling team! All of this makes me wonder... 4. They should be planning our secret strategy competition! 5. Seems to me the six down there don't have any secrets from each other! 6. You don't think they've leaked information to the enemy camp, do you!?!? 7. Who knows? Maybe not yet, but... 8. We just can't take any chances! We have to make sure Huey, Louie and Dewey do not take part in the competition. They must know nothing!*









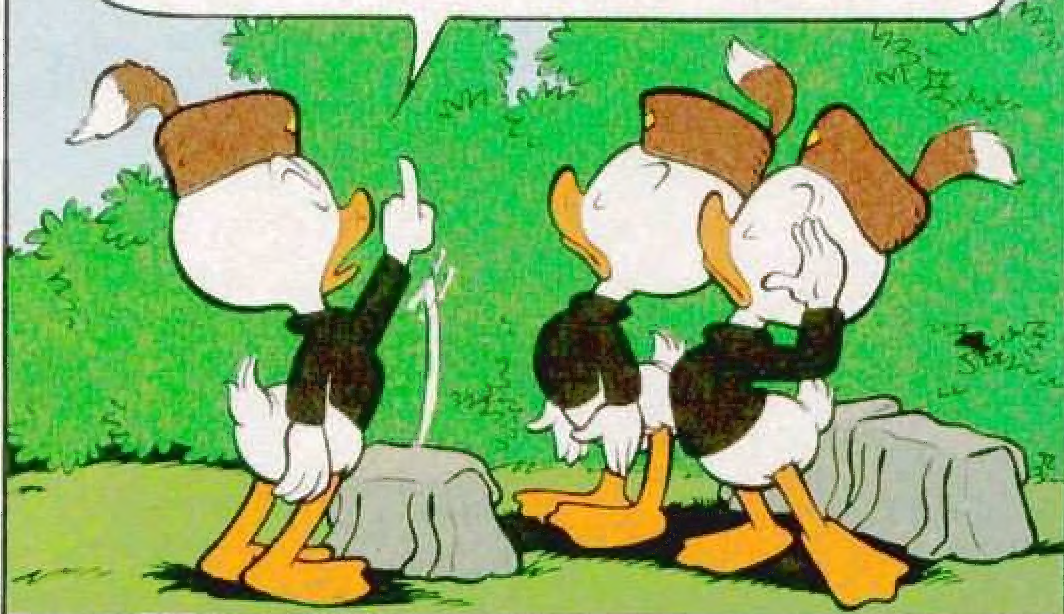
















*9. The day of the competition dawns —*
*10. Bye, boys! Good luck!*
*11. See you after the competition! And may the best team win!*
*12. Time to go ahead with the plan...*
*13. Generals! There is an urgent message for you from one of the judges of today's competition!*
*14. Huh?*
*15. This is curious! It says here we are to meet the commander on the top of Plunger's Peak!*
*16. That's Plunger's Peak over there! I'm sure the commander must have his reasons!*
*17. I certainly hope so!*
*18. That is one tough climb — even for Woodchucks!*
*19. It will take us all day to get up there and down again!*
*20. Stop complaining, men! An order is an order! Let's pack our gear right away!*
*21. Good luck with the competition, boys! We'll give you a hand when we get back!*
*22. Great! They bought it! Now we don't have to worry about them!*

























*23. But I do feel bad about sending the generals on that wild goose chase and not telling them what we are building for the competition!*
*24. It's no use worrying about that now!*
*25. If we want to win the competition we will have to finish building that hot-air balloon out of nature's own materials before night-fall!*
*26. After hours of climbing —*
*27. I was wrong thinking that this was going to be a hard climb...*
*28. The trail up this mountain is not hard, it's horrible! I am exhausted!*
*29. According to the Junior Woodchuck Guidebook there are only two climbable routes to the top, both troublesome!*
*30. Soon there may only be one — this ledge looks as if it could crumble any minute now!*
*31. CRUMBLE!*
*32. Well, soon we'll find out why we were asked to climb up in the first place!*
*33. Maybe you will, may be you won't!*
*34. April, May and June!! What are you doing here?*
*35. We were wondering the same thing about you! We came up the other side of the mountain!*

























*36. But we were supposed to meet a Woodchuck commander up here!*
*37. And we were told that a Chickadee group leader wanted us up here! It seems we were both sent on a wild goose chase!*
*38. I thought there was something weird about the whole thing!*
*39. No wonder everyone was so secretive — the others just wanted us out of the picture!*
*40. It's no use staying cooped up here! The route we came up seemed dangerous, so we'd better go down the other side!*
*41. That's not going to be a picnic either!*
*42. This side was murder coming up but maybe the six of us can get down all right — if we're lucky!*
*43. Soon —*
*44. We are about half way down the mountain! So far, so good! The mountain is really shaky, though!*
*45. The ledge above us! Watch out! It's coming down on us!*
*46. CRUMBLE!*
*47. Everybody take cover under that rock! Quickly!!*
*48. RUMBLE!*
*49. Thank goodness we found shelter!*






















*50. I guess now that the ledge above us is destroyed, there is only one way to the top of Plunger's peak!*
*51. I wonder if the guys down in the camp know what is happening up here?*
*52. Meanwhile —*
*53. Of all the irresponsible whims! Don't you know that the trail up Plunger's Peak is hazardous?*
*54. This is outrageous!!*
*55. Honestly, sir, we didn't know the mountain was dangerous — we would never have...*
*56. We must form a search party at once!*
*57. Step lively!*
*58. It's going to be a tough climb — hopefully nothing has happened to the others!*
*59. On the top —*
*60. Finally! But there is no one up here — they must be well on their way down already!*
*61. We'll >gasp!< rest for a while before >pant!< we'll start our descent!*
*62. At least we know the way April, May, June and the Woodchucks went! There are only two ways down this mountain!*
*63. Correction! Now there's only one way down! The ledge we just were on collapsed!!*
*64. CRUMBLE!*






















*65. We checked the other side and the ledge has broken off there too! There is no way down! We are stranded up here!*
*66. Right! There is absolutely no need to panic!*
*67. No panic! No panic!*
*68. I'm sure we'll find some solution to our problem...*
*69. Yes, sir! And this gadget ought to help!*
*70. Generals Huey, Dewey and Louie!!*
*71. And the balloon, sir!*
*72. We got safely back from the mountain and finished the balloon the others had started! When we figured out where you had gone, we flew to your rescue...*
*73. And so did April, May and June! It turned out that the Chickadees had come up with the same idea on their own!*
*74. Well, generals, I think the rest of the Woodchucks have learned to view the Chickadees in a different light! Certainly not as enemies!*
*75. And with fellow Woodchucks like these, who needs enemies?*



# VỊT DONALD

## Donald và ông thần lon

Người dịch: HOÀNG LANG
















*1. Oh, dear! Whoops! Now where have we heard those noises before? — Got it? — They're just some of the usual everyday sound effects from the Duck household!*
*2. WAAAAKK!!*
*3. CRASSSHHH!*
*4. DONALD DUCK*
*5. Grrrr!! That does it! Enough's enough! I'm gonna turn those kids into an unsolvable jigsaw the moment they get home from school!*
*6. Ohh! Quite gave me a turn, that did! Think I deserve a nice cuppa to calm me down!*
*7. Waaaaaaa...*
*8. Waaaaaakkkk!!*
*9. BOMP!*
*10. BOMP!*
*11. BOMP!*






















*12. Ohhhhhh! Uhhhhh! L-let's face it...*
*13. ...s-some days are unluckier than others! M-maybe I should just lie around and watch some TV! Not much harm can come to me then!*
*14. CLONK!*
*15. No?*
*16. Aaargggh!!*
*17. KA-POFF!*
*18. Mmm! Must've been another Brute Willis all-action film! But that scene obviously went a bit too far!*
*19. Moments later —*
*20. Sigh! Whatever it was, I get the feeling it just ain't safe indoors today!*
*21. It's the great outdoors for me for the rest of the day!*
*22. Yessir, Oh, boy! What a good decision! Sun's shining, birds are singing, all's well with the world!*
*23. Uh-oh! It might not turn out to be such a good day for Mr. Jones there! I don't like the look of that ladder he's on at all! Far too rickety!*
*24. Maybe I should offer him a hand steadying it!*



















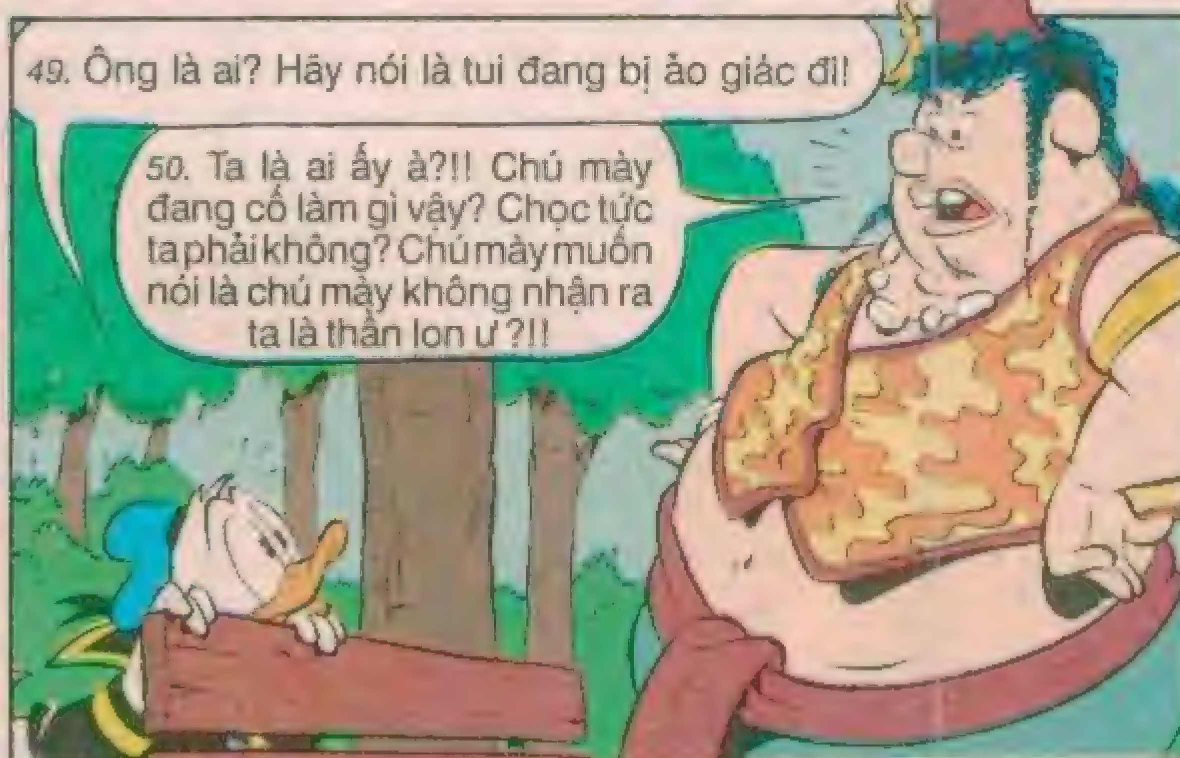



25. No! G-go away! Please! I don't need a hand. Not from you, anyway!
26. Nonsense! Look at the ladder! It's...
27. Ooops! H-how did that happen?
28. Aaaaahhhh!!
29. SNAP!
30. FUMP!
31. I'll moider you! I'll spiflicate you! Your head's as good as a soccer ball when I get hold of you!
32. Oooo-errrrrr!!
33. Ohhhh! L-let me get away from here!
34. SCRIIIICCH!
35. BEEEEEEP!
36. SMAASSSH!
37. Some time later —
38. Mmmfff! Uffff! H-how people can say running is good for you is beyond me!
39. Confounded day! It's like someone's put a flippin' hex on me!
40. Why can't I have the sort of luck my cousin Gladstone has?
41. KICK!
42. Huh?!!
43. PHFFFFFF!
44. KA-ZAAAPP!






















*45. Oh,milaawwdd! N-no! I just don't believe this! H-have I finally gone off my trolley?*
*46. UHHHHH! OHHHHHH! YAWWWWNN!*
*47. Oh, my goodness! Oh, my word! It's so good to be out in the open!*
*48. I don't think people realise how little space you have in a tin can!*
*49. Who are you? T-tell me I'm seeing things!*
*50. Who am I?!! What you tryin' to do? Hurt my feeling? You mean you really don't recognise a can genie?!!*
*51. I thought genies lived in magical lamps!*
*52. SIGH! You people are all the same! You just don't realise, do you? It's only upperclass genies who have a privilege like that!*
*53. Discount genies like me are obliged to live a fairly miserable life in old cans!*
*54. But not to worry! Enough of that! I'm free now! And that, incidentally, entitles you to a wish!*
*55. Eh?!! Only one?!! Don't I have three?*
*56. Nope! Can-genies only grant one wish! So what's it to be? A palace? Twenty camels? A year's supply of cereals?*
*57. No... I want to be lucky! Can you fix that?*
*58. Sure! No problem at all!*






















*59. IGGA BIGGA WIGGA BUCK — NOW THE DUCK HAS ALL THE LUCK*
*60. There you are! You're in luck! And now I'm off to find myself a goodrestaurant! I've been eating nothing but canned food for the last eighty years!*
*61. Ha! Ha! Ha! Get it?!! Canned food! Ciao, bambino!*
*62. Oh, boy! Now what do I do? What do I believe? Did that really happen?*
*63. Maybe I'd better just continue my walk and forget it ever happned!*
*64. Wow! Look here! A silver dollar! Now that's what I do call real luck!*
*65. Not long afterwards —*
*66. Nice coin you're tossing there, sir! Want to try your luck with it? You could win everything on my stand with that kind of money!*
*67. Well, say, yeah! Why not? Easy come, easy go!*
*68. TOMBOLA*
*69. Strewth! I-I've won first prize!*
*70. And that means all the prizes! My word, you are a lucky duck!*
*71. Blimey O'Reilly! That genie certainly did bring me luck! There's no end to where all this could finish up!*
*72. What are you going to do with all the dolls and teddies, sir? Any idea?*






















*73. Why, of course! Give 'em all to the kids!*
*74. Wowwwww!! Yipppeeeee!!*
*75. Oh, that was so lovely of you! What a really nice duck you are!*
*76. I think our readers'll think so, too!*
*77. CLICK!*
*78. SMACK!*
*79. Soon afterwards —*
*80. Think I'll treat Daisy to a real pretty scarf! With my newfound luck, I'm bound to find a real bargain!*
*81. SMARTSTORES*
*82. Yes, that's him!*
*83. Huh? Something amiss, old chap?*
*84. Nothing whatsoever! Quite the opposite, in fact! I'm the manager of this store! And you, sir, are a most lucky duck!*
*85. Heartiest congratulations! You are the store's one millionth customer!*
*86. Prizes galore await you!*
*87. You are the lucky winner of one year's supply of catfood, one hundred cans of peeled plum tomatoes and ten teapots!*
*88. Mmm! Well, I suppose it could make the start of a nice sauce for a spaghetti bolognese! Washed down later with plenty of tea!*
*89. Shortly —*
*90. Just lead the way, sir! My, oh, my! You are lucky!*
*91. Yep! Probably luckier than even my cousin Gladstone, I'm starting to think!*






















*92. Now what else do I want? A new TV set, of course! Mustn't forget that! I could do with...*
*93. Can you spare a lucky second or three, sir?*
*94. This is a live broacast of Duckburg TV's big quiz game "GUESS A SOUND"! And before me stands... er...*
*95. ...Donald Duck!*
*96. And Donald Duck, folks, is now donning these headphones! In a moment, he will be given a sound to identify!*
*97. If he can identify that sound correctly, there is a major prize for him to take home with him!*
*98. Fire away, guys!*
*99. Got it? Any idea?*
*100. Well, yes! I'll say! Yes, I definitely know that sound!*
*101. KA-POFFFFF!*
*102. It's the sound of an exploding TV set!*
*103. Right! Yes! Right! Perfectly correct! Oh, this is fantastic! Watched by millions of viewers, you have won our top prize!*
*104. It's a super de luxe 46 inch television set! But not only that!*
*105. You have also won a year's supply of dogfood, a 96-volume encyclopaedia on "Coffeegrowers in Colombia" and also 100 cans of peeled plum tomatoes!*
*106. Ain't that something, folks?*
*107. Swipe me! This duck's a scoop! Never known anyone so lucky!*



















*108. Lots of luck later —*
*109. >Phew!< It's getting to the point where I can't even be bothered picking up the luck that drops my way!*
*110. I mean, who needs another full wallet or pearl necklace or...?*
*111. Yep! I'm, definitely getting the impression it's a drag being lucky!*
*112. Read all about it! Read all about Lucky Duck!*
*113. Oh, migawwsshh! It-it's me! I-I'm news!*
*114. Wow! Can we have your autograph?*
*115. Say! You couldn't spare a couple of dollars, could you?*
*116. Any chance of a loan, pal? I've got this huge debt, y'see, and...*
*117. Oh, nooo! I-I can't stand this! This is too much! Just let me get home!*
*118. However —*
*119. Oh, nooo! Th-this can't be happening!*

















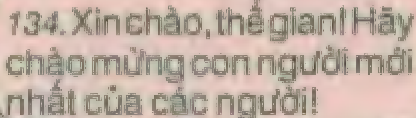






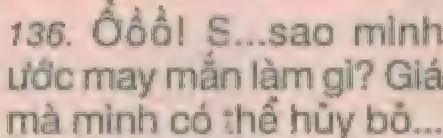


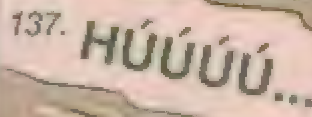
120. Th-they're everywhere!
121. There he is! Come on, pal! You can spare some money with all that luck on your side!
122. Leave me alone! Take your hands off me! Wh-what d'you think I am?!! A cashpoint?!!
123. Beat it, the lot of you! Scram! Hoof it!
124. Mmmff! Uffff! They're crushing me! I can't move! I-I can hardly breathe!
125. Money! Dosh! Cash!
126. N-noooo!! Heeeellpp!! Call this luck?!!
127. Meanwhile —
128. Ohh! Bliss! Contentment! What exquisite joy!
129. That's the best dinner I've ever had!
130. It's certainly convinced me of one thing! I sure don't want to live in a can anymore! I plan to become a normal person!
131. I'm going to grant myself that one and only wish!
132. Of course, all my past and present magic will go away! But... oh, what the heck!
133. FLASH! KAA-ZONNKKK!

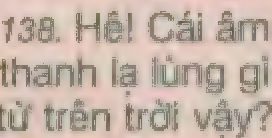


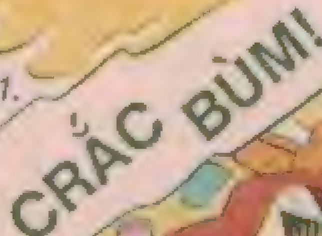


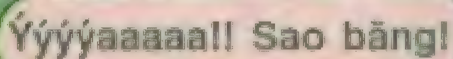




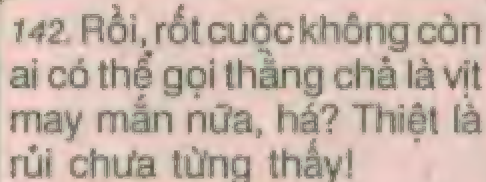



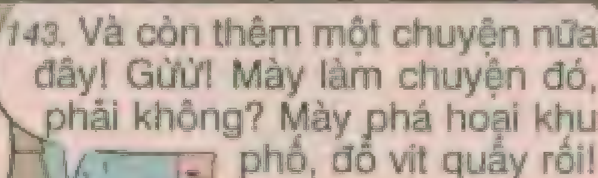



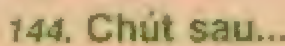







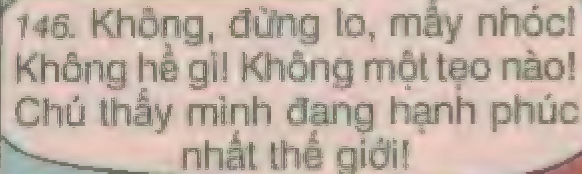


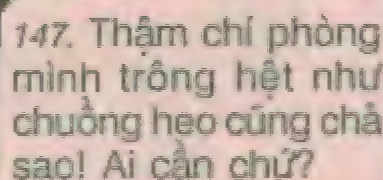



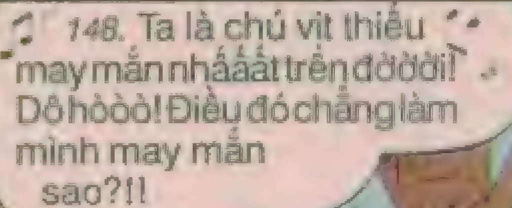



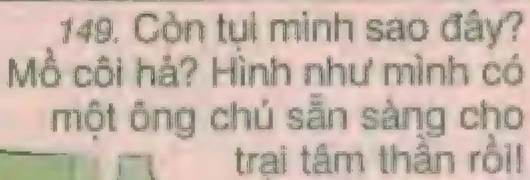







*134. Hi, world! Welcome to your newest human!*
*135. At that moment —*
*136. Ohhhh! Wh-why did I wish to be so lucky? If only I could reverse...*
*137. HUUUUUUIIIIII...*
*138. Hey! What's that strange sound coming from the sky?*
*139. Yiiiiihhhh!! Meteor!*
*140. Waaaakkkk!*
*141. KABOOOM!*
*142. Well, after that, no-one could call him a lucky duck, eh? That's the worst luck I've ever seen!*
*143. And there's more to come! Grrr! You did that, did you? You're ruining the neighbourhood, you pest of a duck!*
*144. A little later —*
*145. Poor Unca Donald! Look at him! Out of luck again!*
*146. No, don't worry, boys! It doesn't matter a bit! No a jot! I feel on top of the world!*
*147. It doesn't even matter that your room looks an absolute pigsty! Who cares?*
*148. I'm the unluuuckiest duck in the worrrrrrld! Yahwhoooo! Don't that make me lucky?!!*
*149. But what does it make us? Orphans? It sounds like we've an uncle who's ready for the funny farm!*



# CHUỘT MICKEY

## Mickey và tên Tiểu Quỷ

Người dịch: SƠN TÙNG




*1. Who's the troubled soul reclining on a psychiatrist's couch? Isn't that... Mickey Mouse?! 2. Golly! I've got to admit I'm a little embarrassed, Doc! This is the first time I've ever had too... well... get this kind of help! 3. There! There! It's perfectly all right, Mr. Mouse!*







*4. I assure you, there's nothing to be ashamed of! Everyone can use a kindly ear to tell their troubles to! 5. I haven't mentioned my problem to anyone! The thing is... I don't want you to get the idea... that is... I'm not crazy! 6. I think!*







*7. Of course you're not, Mr. Mouse! Why don't you just relax and relate what's bothering you? 8. >Ulp!< Well, okay! 9. Let me tell you all about the Imp and I...*







*10. "It started just over a year ago! I was strolling through Chinatown when I noticed a musty thrift shop on an out-of-the-way side street —"   11. Say! Maybe I can find a nice piece of bric-a-brac for Minnie in this place!   12. "While the owner and his son watched, I rummaged around the cluttered shelves —"   13. Gee! Nothing much here! It's mostly junk!*







*14. >Hurmph!< He won't buy anything! Watch the shop, my boy! I'm going in the back for another cup of tea!   15. Okey, Pop!   16. "That's when I spotted it!"   17. Hello! What's that?*







*18. A pretty antique jar of some sort! Just the ticket! Once I've cleaned it up, Minnie can use it for her strawberry preserves!   19. Um... that'll be... I dunno... two bits, I guess!   20. The price is right! Thanks, friend! So long!*







*21. So! What became of our customer?   22. Gone! He bought a dirty old jar of some kind!   23. What?! Where did he find it?! I thought that was disposed of long ago! If it's the one I think it is, this is a calamity!*







*24. "Back at home, I took a closer look at the jar! It was half-filled with a thick, gooey, black substance —" 25. I hope I can clean that stuff out of there! But first, I'll polish up the outside! 26. Gosh! There's a strange inscription on the glass! What's it say? "ROT IN A JAR OF TAR"?!*







*27. "And that's when my troubles began!" 28. Huh? 29. PHOOOOMPH! 30. Greeting, mousy mortal! 31. >Gasp!< Am I seeing things? Who, or what, are you?*




*32. Isn't it obvious? I'm a resident of the Eleventh Dimension! Long ago I discovered a way of crossing over to this vibratory plane! 33. I like to think of your world as my own private playground!*







*34. Heh! That's nice! Buh-buh but wouldn't you rather go back in here where it's snug and comfy? 35. Bah! That smelly jar was a prison! I want it to go away! 36. POOF!*

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*(*) Chữ khắc trên bình vô nghĩa. Nhưng xin bạn đọc xem tranh có câu số 117 trang 25 sẽ rõ tại sao lại có chữ đó.*

*(**) Khoa học hiện nay xác định được ba chiều : ngang - dài - cao. Dimension có nghĩa là "thứ nguyên", là "chiều".*







37. Yipes! How did you? ...what just? ...was that? ...I... I... I... 38. Hah! Heeheehohoha hahee!!! 39. You're funny! I like you! 40. Funny?! >Hurm!< Listen, bub! What's the deal here?! How did you get in that jar, anyway?!







41. You wouldn't know it to look at him, but that old Chinese shop owner is a minor wizard of sorts! He imprisoned me there years ago! 42. Only when you pronounced the mystical incantation, I was finally released! Thanks, big ears! 43. Now cut that out!







44. That old man was a real meanie! Not like you! You're nice! You make me laugh! I'm going to stay with you forever! Have you got anything to eat? I'm hungry! 45. "What could I do? I had to keep the Imp happy —" 46. Huh-huh-here you go! Bon appetit! 47. Wouldn't you know it? I'm not hungry now! So let's see what else we can do with these sausages!




48. WheeEEE! Fly! Fly! Fly away, my little beauties! 49. Holy cannoli! 50. Oink! 51. Oink! 52. Oink! 53. PHOOOOM!







54. Hey! What's the big idea? Those things are wrecking my house! 55. Heeheeho hohahahee!! 56. KRASH 57. SMASH 58. SHATTTER! 59. Oh, great! Now they're flying out the window! Who knows what trouble they'll cause in the neighbor-hood?! 60. Oink? 61. Spoink!







62. I simply must see what my creations are up to! 63. Oh, no! Not you, too! 64. Duh! And I was worried about some airborne sausages! What hijinks will that Imp get up to?!

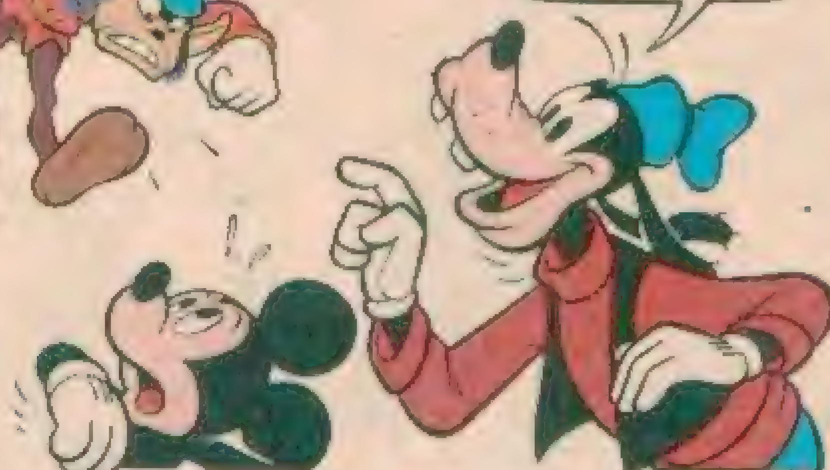









65. Geez! Have I lost my mind, or has my weird friend from the Eleventh Dimension decided to do a little gardening! 66. Hiya, Mick! I thought I'd drop by ta play a few hands of solitaire with ya! 67. Omigosh! It's Goofy! 68. Goofy, old buddy! You've got to help me! There's a magic menace on the loose and we need to stop it! 69. Sounds good ta me! Whut's th' object of th' game?





70. >Tsk-tsk!< I'm disappointed, Mouse! Now that you've got me, you don't need any other friends! 71. Hyuck! Who's th' half-pint? 72. Let this goof find a new friend! 73. Arf? 74. HisSSSST!!! 75. PHOOM!




76. See? He wants to play with the kitty! 77. What did you do that for? He's my pal! 78. GrrRRRR!! Yarf! Yarf!!







79. Where did he go? Goofy? Come on, boy! Here, boy! Good dog! 80. You're boring me, rodent! This butterfly is beginning to look like better company! 81. There! That's a bit more interesting! Let's see what this beastie will do! 82. PHUMMMPH!




83. "While the Imp was off chasing butterflies, I figured my only hope was to high-tail it back to Chinatown —" 84. Please! You've got put it back in the jar! Trap it, somehow! 85. Alas! Now that the enchanted jar is no more, I don't have the power to imprison the Imp a second time!







*86. Your only hope is to trick it into saying the mystical inscription on the glass backwards! 87. If you succeed, the Imp will be sent back to the Eleventh Dimension! It will not be able to return to the earth for one full year!*







*88. Trick it into saying "ROT IN A JAR OF TAR" backwards? >Whew!< That's a pretty tall order! 89. Yarrgh! What did you go and tell him that for? 90. Illustrious ancestors! I am doomed! 91. WHOOOOSH!*







*92. Nasty, nasty man! 93. POOOOPH! 94. Oh, great! This is just great! 95. >Choke!< Good lord! 96. Well, my work here is done! Toodle-loo! 97. SPROING!*







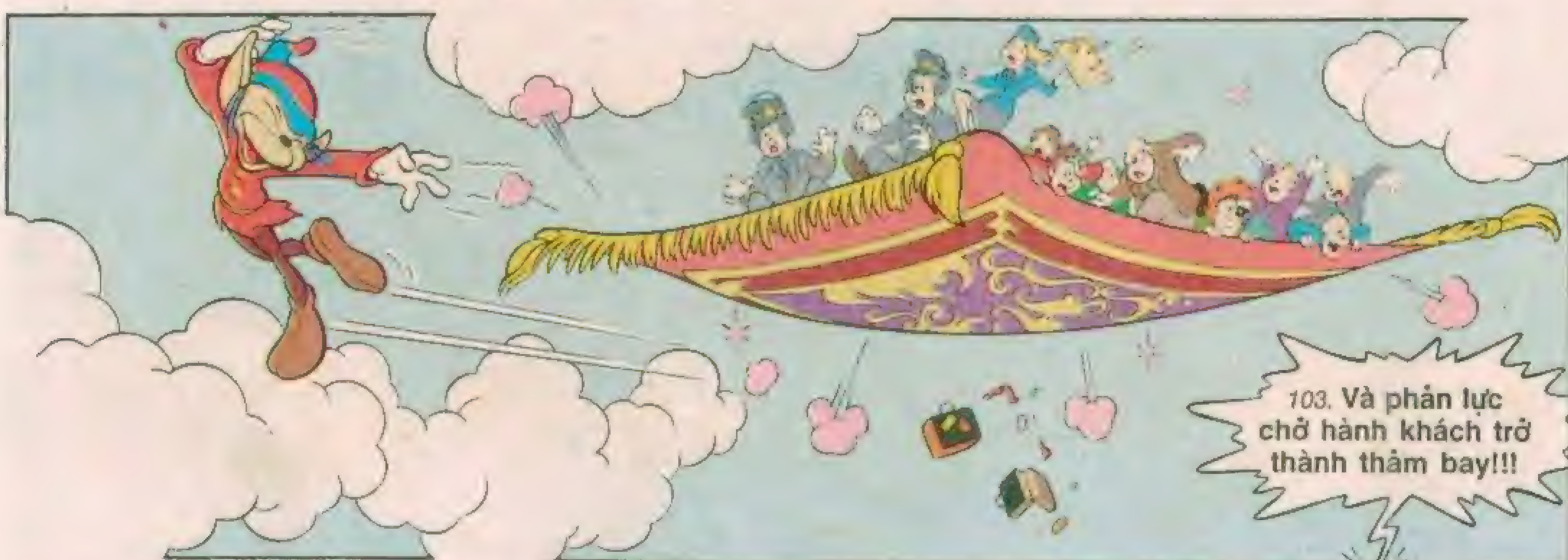
*98. Heeheheehoho! 99. That little devil's out of control! I've got to stop him! 100. Great Caesar's ghost! He's changing the entire city into his own personal playground!*



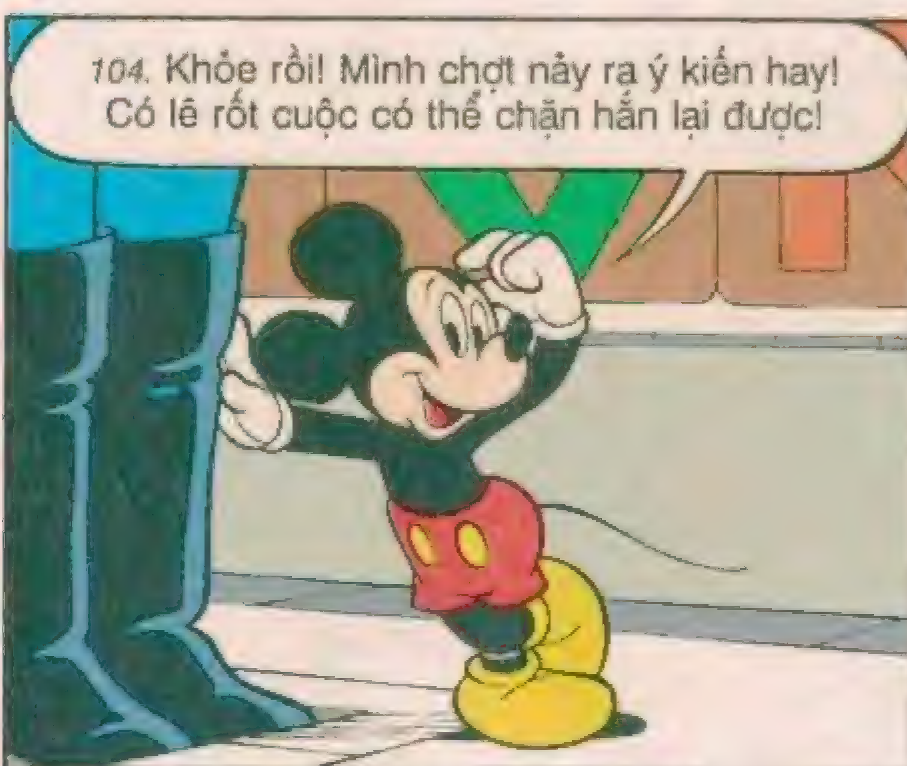

*101. The sky-scrapers have become monstrous alphabet blocks!*




*102. He's turned the trees into towering toy soldiers!!*




*103. And that passenger jet is now a flying carpet!!!*







*104. Stop the presses! I just had a bright idea! Maybe he can be stopped after all! All I have to do is to find a pet shop and a toy store that sells doll clothes!*

*105. It's a long shot, but it's worth a try!*

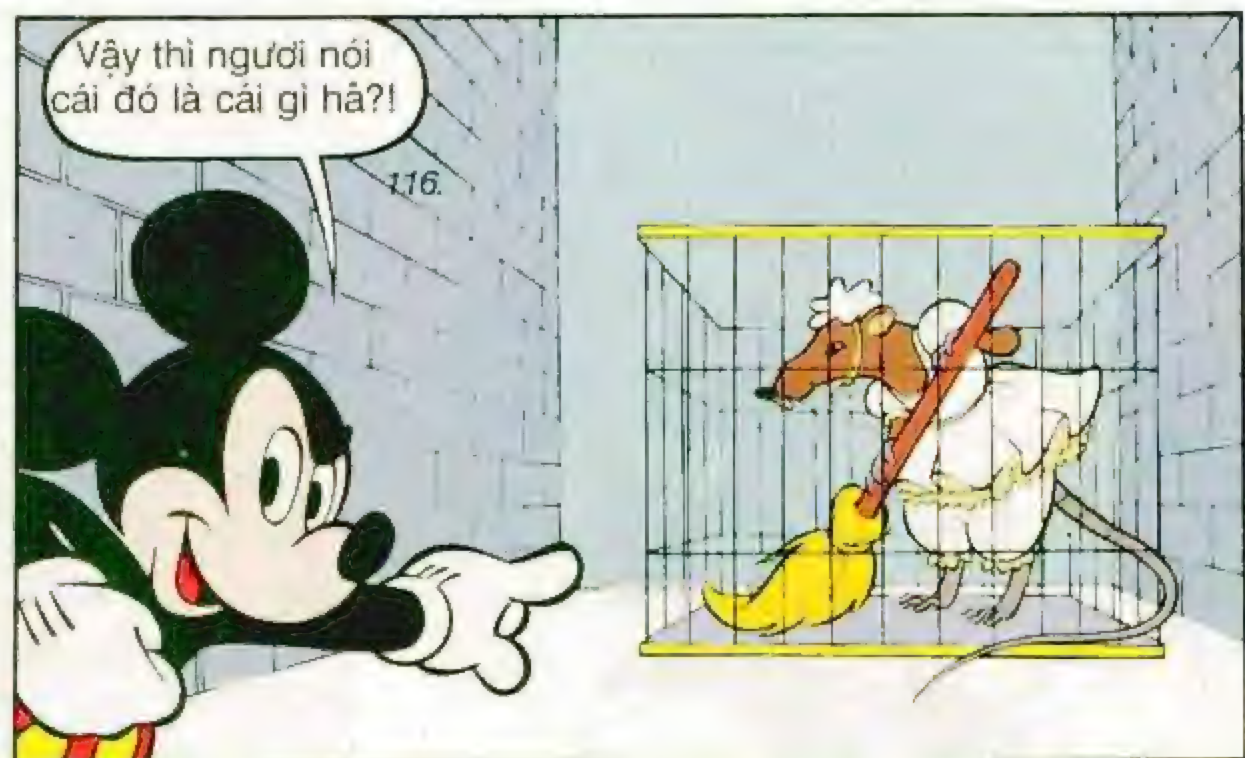






*106. "I did, and —" 107. Hey! You! It's me, you magical midget! Face front! 108. Huh? 109. You've gone too far this time, short stuff! 110. What are you talking about, bare tailed one?*




*111. I'm referring to the shenanigans you pulled in that alley, fellah! 112. Your imagination must be in overdrive! I've done nothing in there! 113. Oh yeah?!*






*114. If that isn't one of your magical pranks, then I'm the King of Bulgaria! 115. But I'm innocent! 116. Then what do you call that?!*







*117. Huh? Why, that looks like a... a... RAT FOR A JANITOR?!? 118. Ha! I got you! You said the inscription backwards! So long, sucker! 119. No fair! You tricked me! But just wait! I'll be back! 120. PHOOOMPH! 121. "So that's the story, Doc!"*







*122. With the Imp gone, everything went back to normal! The buildings! The old man! Goofy! Everything! And nobody but me had any memory of the weird goings-on! 123. And now a year has elapsed! The Imp might show up any minute! I've been dreading his return! You gotta level with me, Doc — am I nuts?!*







*124. Tut-tut! You're not crazy! And I wouldn't worry if I were you! 125. No? 126. What you had was a bad dream! A hyper-real nightmare! They can be quite convincing, but you're been fretting a whole year for no reason!*







*127. Gee, I guess you're right! And finally telling someone about it makes me feel a whole lot better! 128. Thanks, Doc! You're a swell guy! So long! 129. Goodbye, Mr. Mouse!*




*130.Miss Bennett? Hold my next appointment, please! It'll take me a few moments to recover from my last patient! 131. Forget that mouse! This doctor does seem to be a swell guy! I think I'll hang around him awhile! I wonder what he's got to eat?! I'm hungry!*

# VỊT DONALD

## Thú vui dựng tóc gáy

Người dịch: NHẬT HỒNG

1. Thú vui riêng! Đứa trẻ nào mà chẳng thử tập làm ảo thuật, làm phim hay tập nói tiếng bụng?

2. Hãy nhìn kỹ và lóe mắt nhé, chú Donald!

3. Hừm!

NHẬT BÁO BA HOA 4.

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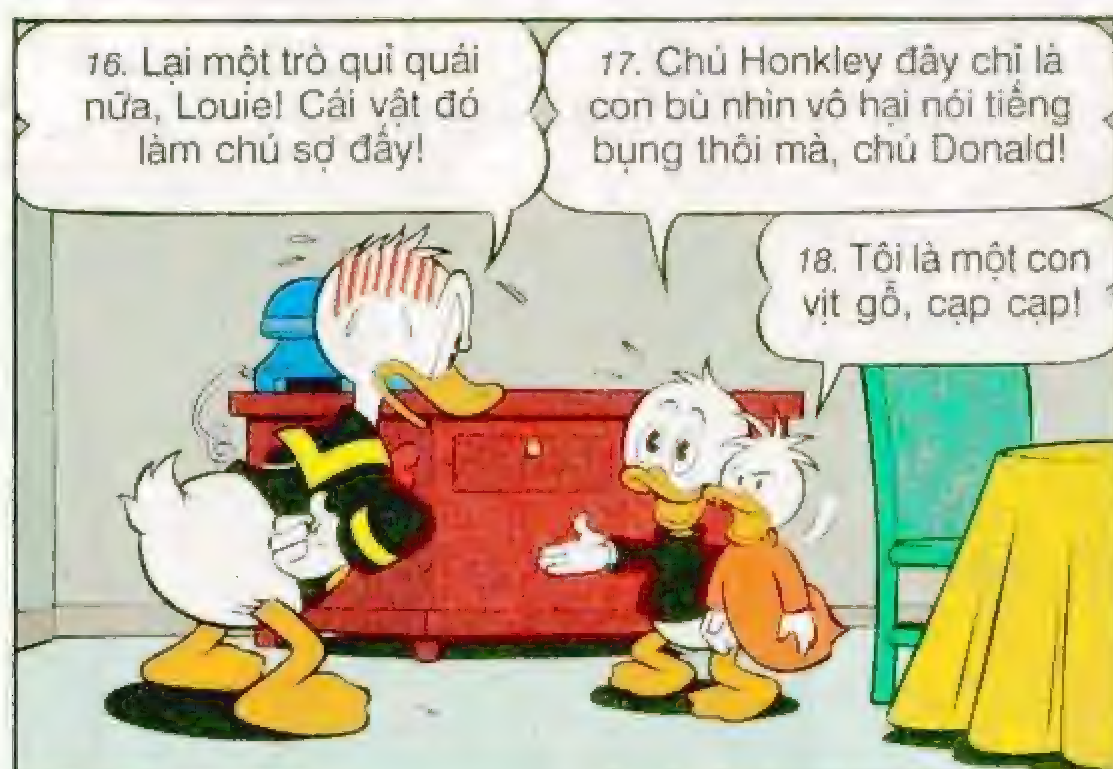


*1. Hobbies! What young lad hasn't tried his hand at magic, movie making, or ventriloquism?*
*2. Watch closely and be dazzled, Unca Donald!*
*3. Hmpf!*
*4. DAILY BLAB*
*5. Amazing! Astounding!*
*6. Oops!*
*7. FRAAP!*
*8. Scene six, take one! "Duckzilla Rises Again"! Action!*
*9. WIRRRR!*
*10. DAILY BLAB*
*11. Now, Unca Donald, Duckzilla is threatening to stomp our house! Scream like you mean it!*
*12. GO AWAY!!*















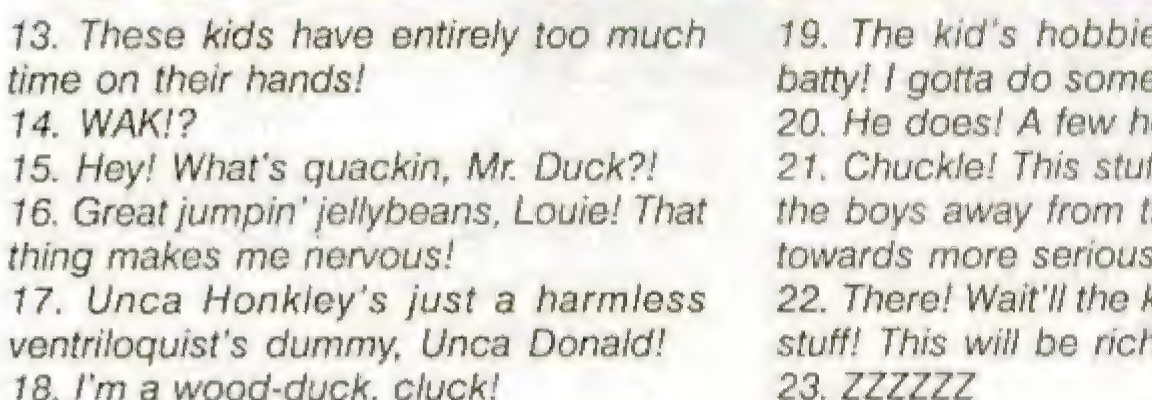










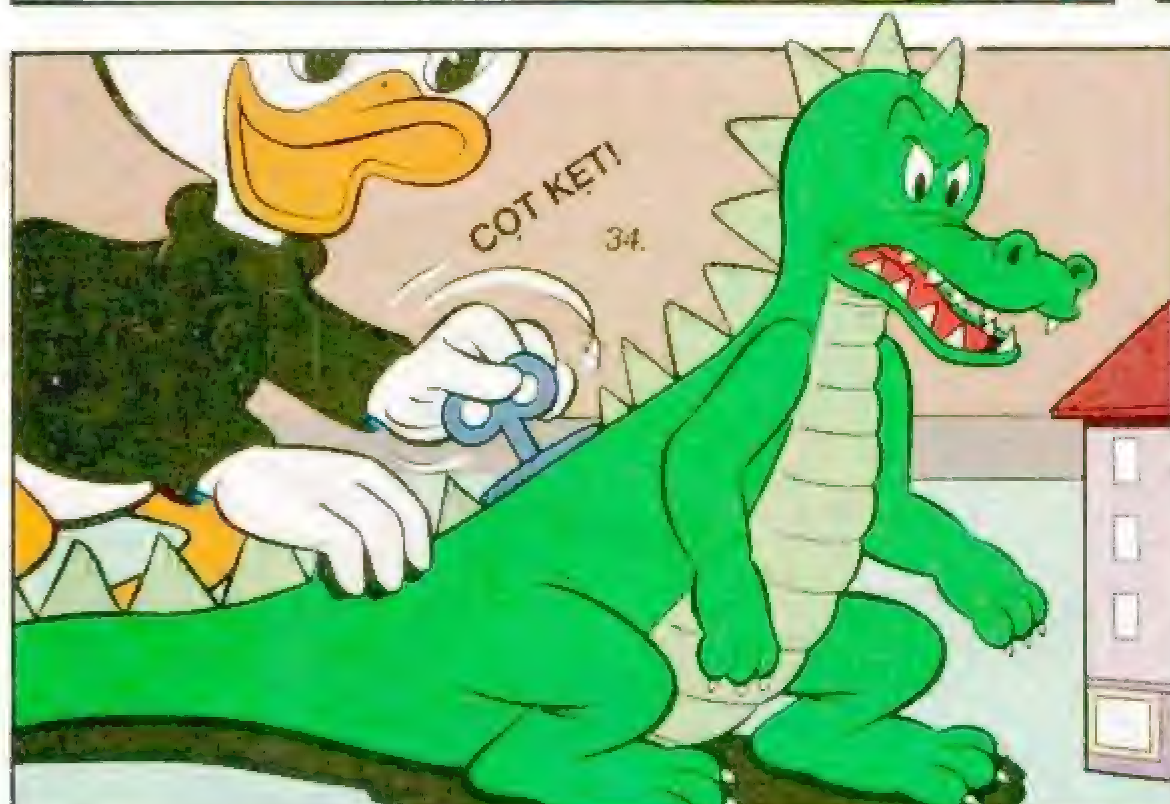


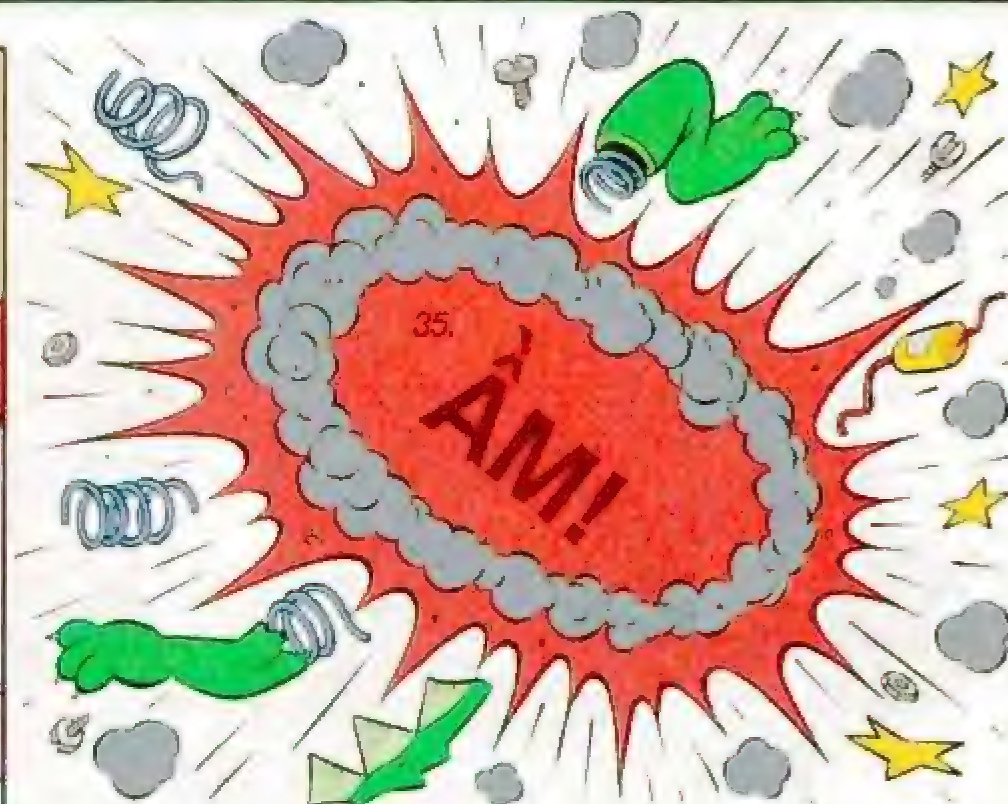
*13. These kids have entirely too much time on their hands!*
*14. WAK!?*
*15. Hey! What's quackin, Mr. Duck?!*
*16. Great jumpin' jellybeans, Louie! That thing makes me nervous!*
*17. Unca Honkley's just a harmless ventriloquist's dummy, Unca Donald!*
*18. I'm a wood-duck, cluck!*
*19. The kid's hobbies are driving me batty! I gotta do something about this!*
*20. He does! A few hours later —*
*21. Chuckle! This stuff I bought will turn the boys away from those idle hobbies towards more serious pursuits!*
*22. There! Wait'll the kids try to use their stuff! This will be rich!*
*23. ZZZZZZ*
*24. And so —*
*25. You may notice that my top hat folds completely flat!*
*26. Now I unfold it and voila! A cute, cuddly bunny...*
*27. Yeek!! Roscoe! What have I done to you?*






















*28. WAAA!*
*29. Sniff!*
*30. Poor Roscoe!*
*31. Heh! Heh!*
*32. Later —*
*33. Now I'll film Duckzilla crashing through downtown Duckburg!*
*34. CRICK! CRICK! CRICK!*
*35. BLOOEY!*
*36. Or maybe I won't!*
*37. And our last tragic scene —*
*38. Maybe I'll play with Unca Honkley for a while!*
*39. Hi, Unk!*
*40. Hi yourself, egghead!!*
*41. YAGH!*

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*(*) Egghead: nghĩa là "nhà thông thái" nhưng được dùng để ám chỉ ngược lại.*





















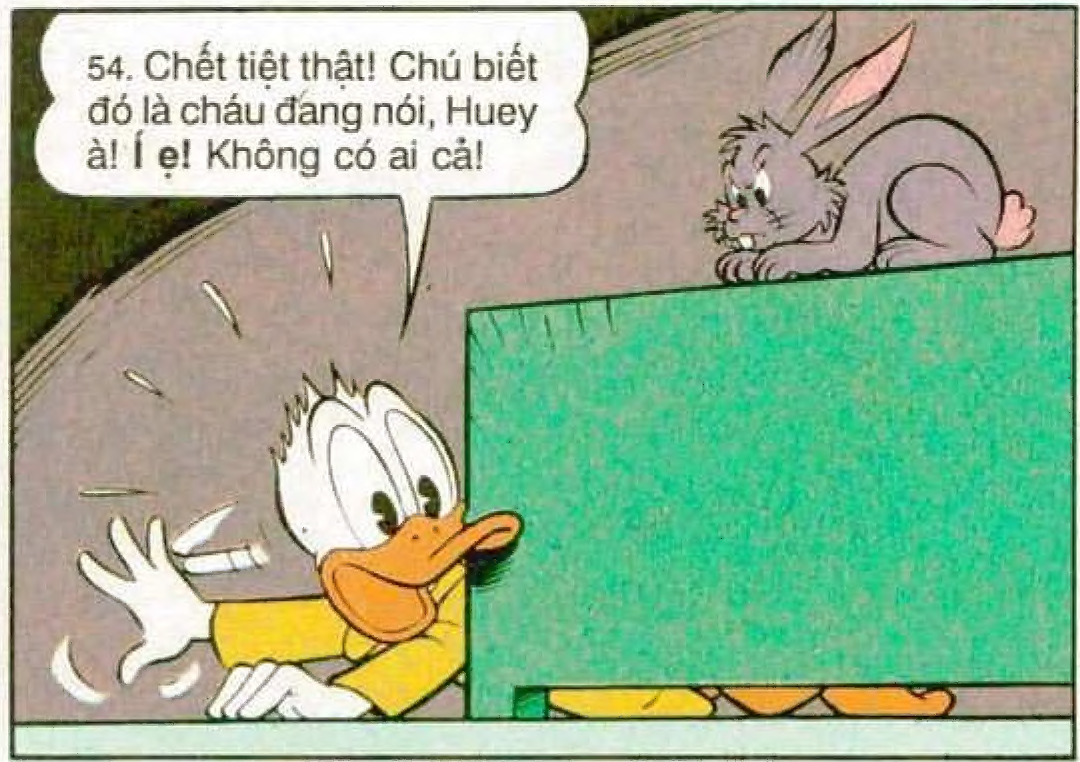







*42. A sad peace and quiet descends upon the Duck household —*
*43. Duckzilla is beyond repair!*
*44. Alas, Poor Roscoe!*
*45. Goodbye, Unca Honkley, you haunted hunk of hickory!*
*46. A microphone! Oh-so, Unca Donald!*
*47. Not a peep from the boys all day! I almost feel guilty!*
*48. Ho-hum! Guess it's time to turn in!*
*49. No silly card tricks, no Duckzillas prowling about the house! Ahhhh...*
*50. But a conscience dwells in even the thickest of heads —*
*51. ZZZ! Whazzat? Whazzat? Who's there?*
*52. I am the spirit of little boy's dreams, Donald Duck! Shame on you!*



















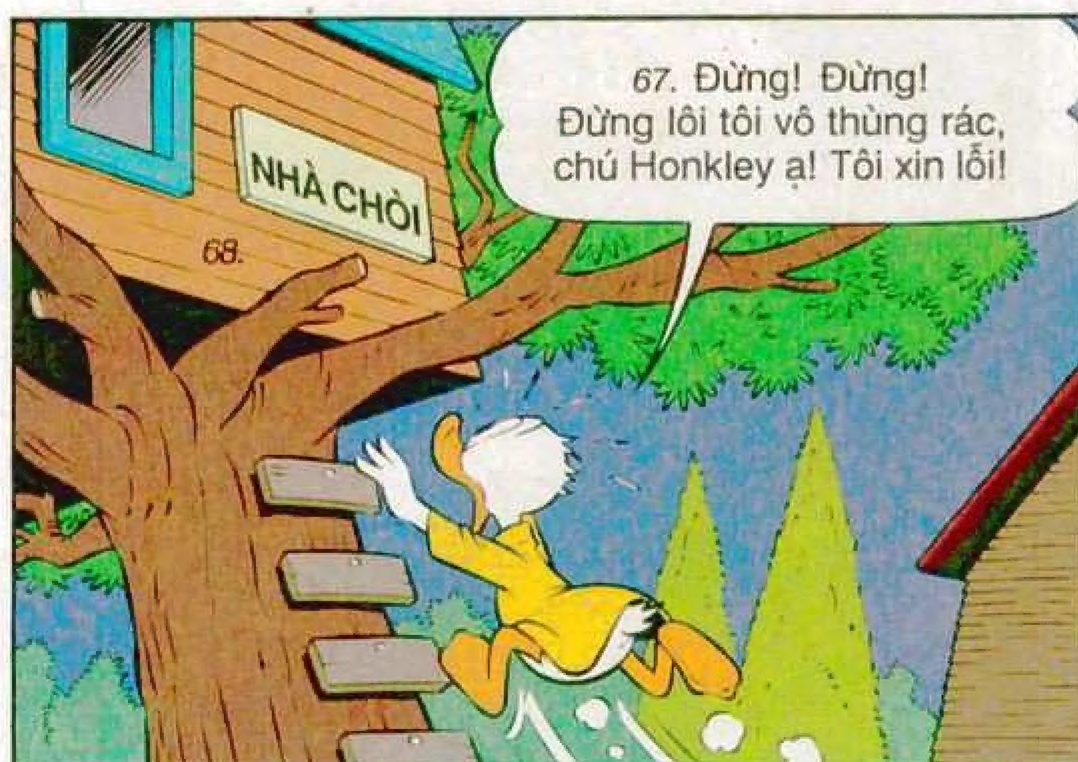



*53. Every child needs creative pursuits!*
*54. Bah! I know that's you talking, Huey! Eek! Nobodies here!*
*55. Two of my brother spirits will visit you!*
*56. Yeek! Go away!*
*57. Brrr! It's all a bad dream!*
*58. I'll check to make sure those kids are fast asleep!*
*59. Yagh! A gigantic Duckzilla rampaging through the house!*
*60. ROARR!*
*61. I can hardly believe it!*
*62. WIRRR!*
*63. WOOSH!*





















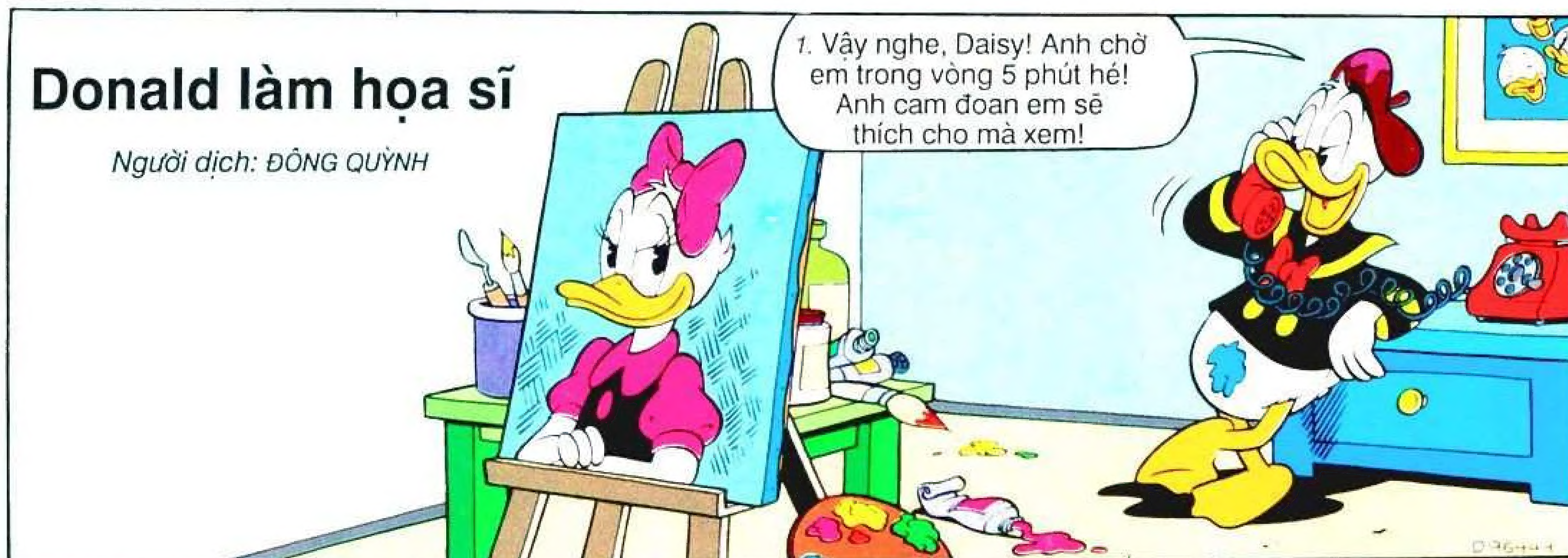




*64. Aggh! Unca Honkley!*
*65. Look at me! Banished to the garbage all because of you!*
*66. You should be in the trash heap for depriving those poor lads of innocent, creative fun!*
*67. No! No! Don't drag me in the garbage can, Unca Honkley! I'm sorry!*
*68. CLUB HOUSE*
*69. I didn't mean to stifle the boy's creativity!*
*70. I'm sorry!*
*71. I'm sorry!*
*72. Morning arrives, eventually —*
*73. Whup! I'm in my own bed! How'd I get back here? Last I remember I was in the boy's tree house!*
*74. It must have all been a dream, but I've learned a lesson! I'm a reformed duck!*
*75. And so —*
*76. Gee! A brand new Duckzilla! Thanks, Unca Donald!*
*77. Hobbies are good for the spirit!! That's my motto!*
*78. How do you like your new outfit, Unca Honkley?*
*79. Yo-ho-ho, matey!*

# Donald làm họa sĩ

*Người dịch: ĐÔNG QUỲNH*



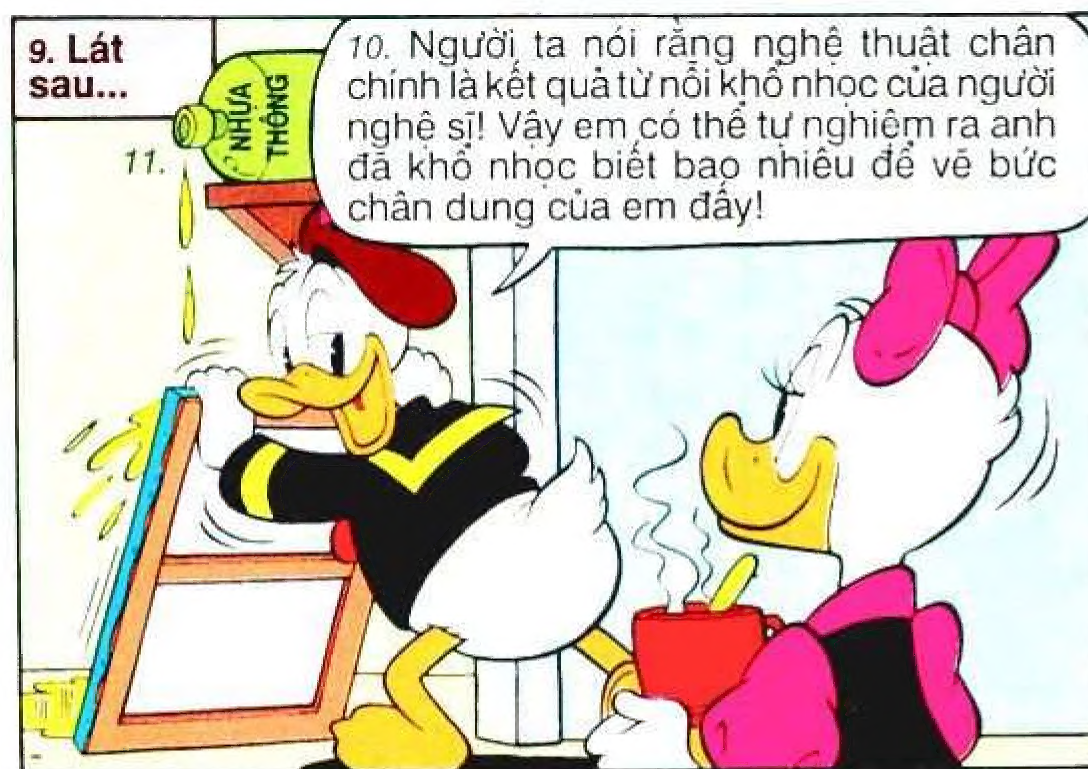






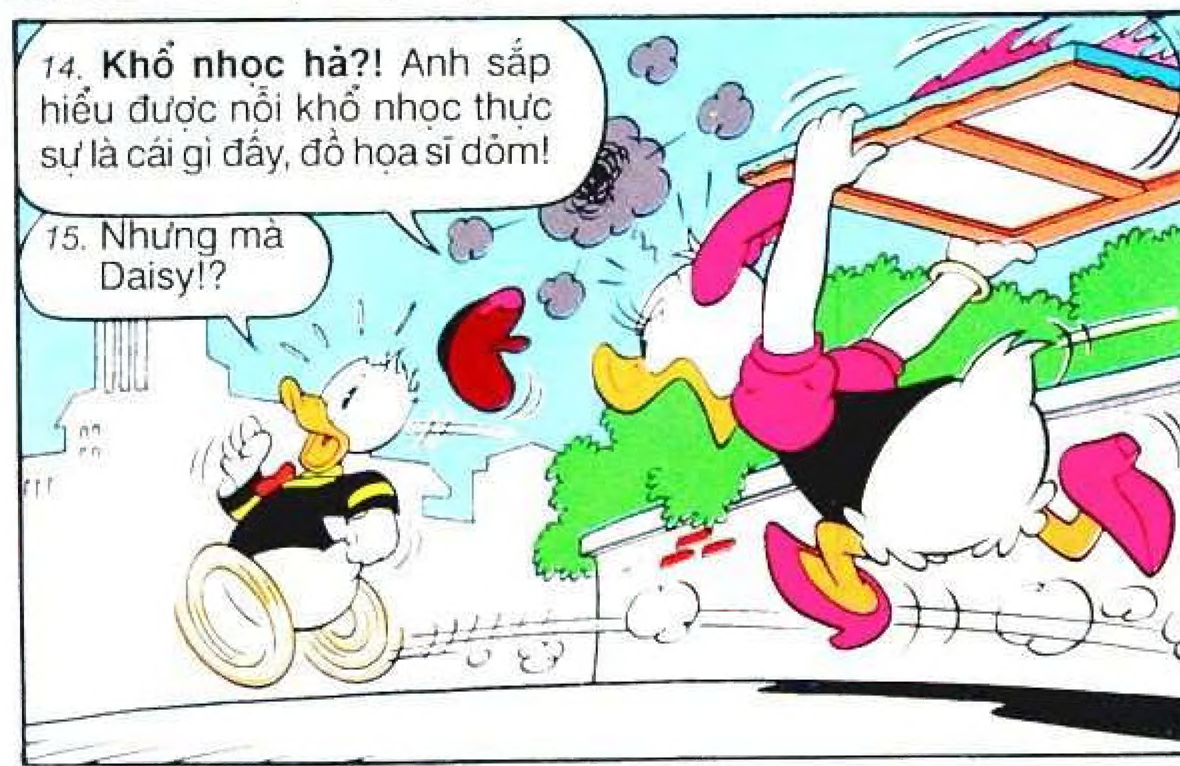

*1. Okay, Daisy! I'll expect you in five minutes! I'm sure you'll like it! 2. Five minutes is all I need to clean up this mess! 3. TURPENTINE 4. Everything has to be perfect for the presentation of my masterpiece! 5. TURPENTINE 6. CRASH!*




*7. I'd better tuck the painting away so nothing happens to it! 8. TURPENTINE 9. Soon — 10. They say true art is the result of an artist's suffering! So you can see for yourself how much I suffered to paint your portrait! 11. TURPENTINE*




*12. Well? 13. WAAK! 14. Suffering?! You're about to find out what real suffering is, you phony! 15. But Daisy!?*

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**Giá : 3.500 đ**

Các em đón xem truyện tranh

# Donald và bạn hữu






Phát hành vào ngày 9-2-1998

## Với các nội dung

### Kẹt ngoài vũ trụ

Chuyện xui xẻo của Donald bắt đầu chỉ vì một cái đinh! Donald đang lái xe bon bon đi chơi thì... đùng - xe cán phải đinh bẹp dí! Anh chàng loay hoay thay bánh xe khác thế nào không biết mà vỏ xe bật lên tròng khít vô đầu! Đúng ngay thời điểm khắc nghiệt đó của Donald một phi thuyền từ vũ trụ bay ngang qua. Trông thấy chú vịt có cái đầu bằng bánh xe, họ tưởng Donald là một chủng người mới trên Trái Đất, thế là... "vụt" họ bắt cóc anh đem lên phi thuyền! Đám người ngoài trái đất vô cùng thất vọng khi Donald tự gỡ được bánh xe ra khỏi đầu mình hiện nguyên hình là một chú vịt bình thường bèn tống anh rớt xuống một hành tinh xa lạ. Tới đây, cuộc lưu lạc của Donald hãy còn tiếp diễn...

### Thành phố dưới lòng đất (Phần 1)

Tiếng động lạ từ tầng hầm nhà Mickey lúc nửa đêm làm chú chuột không ngủ được. Cùng Pluto, Mickey xuống tận nơi xem và phát hiện ra đó là tiếng đục đẽo từ dưới mặt đất dội lên! Rồi kìa, trước sự sửng sốt của họ... một đường hầm sâu hun hút hiện ra...

### Donald đón mừng năm mới

Đó là câu chuyện xảy ra trước Tết ở nhà Donald. Ba đứa cháu yêu thích thú vật, nuôi trong nhà cả bầy như một sở thú! Donald thì ngược lại, chỉ muốn đuổi hết các con thú đi! Sợ năm hết Tết đến mà chú Donald cằn nhằn hoài không vui, tụi nhóc đành đau khổ chia tay với bầy thú! Nhưng, trong một lần nóng giận, Donald đã làm gãy cánh một con chim của mấy đứa cháu, điều này khiến anh cảm thấy hối hận và quyết tâm đem niềm vui tới cho các cháu...

